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DISCLOSURE TEXT:

- A technique is described whereby a programmable memory controller (PMC) provides a design support means to rapidly implement high speed dynamic memory devices into computer designs. The PMC provides the design support by enabling a designer to alter processor-memory timing relationships through the use of microcode so that design changes and upgrades to memory circuitry can rapidly be made by simply altering a memory initialization table. During computer product development cycles, faster and denser dynamic random-access memory (RAM) devices become available which have a tendency to obsolete predecessor RAM chips. A designer, using the faster chips, must make extensive design changes, often requiring a new product design cycle, to implement the advanced memory in the memory circuitry.

The concept described herein provides a method whereby the designer need only re-program the circuitry involved in order to be able to accept a new memory technology. The only hardware changes would be a new read-only memory (ROM) for configuring and testing the additional memory and a new circuit layout to accept the new RAM modules because of different pin configurations. The PMC consists of three basic components:

1) A Critical Timing Control Signal Generator - Allows the circuit designer to program processor-memory timings for each memory interface signal. ***** SEE ORIGINAL DOCUMENT *****

2) A Programmable Address Multiplexer - Allows the circuit designer to program the width of the RAM multiplexed address bus.

3) A Programmable/Variable Refresh Timer - Allows the designer to compensate for variations in refresh rates of the various memory devices. ***** SEE ORIGINAL

DOCUMENT ***** The critical timing control signal generator is composed of delay line 10, as shown in Fig. 1, delay line selector 11 and register 12, which is used to retain the programmed delay value. The generator enables the designer to define the time between critical timing points, such as the delay between memory timings. A critical timing point may require more than one critical timing control signal generator. The programmable address multiplexer consist of a series of 4 to 1 data selects for address control, 2 to 1 data selectors for RAM control, refresh control logic unit 13, as shown in Fig. 2, and refresh timer address counter 14.

The physical width of this bus is A0 - A10, so as to allow memory modules that can address up to 4M words. This allows the designer to migrate their circuit designs to denser memory chips, as they become available. Refresh control logic unit 13 and refresh timer address counter 14 provide the mechanism for refreshing memory modules at different refreshing rates. The timing chart of Fig. 3 illustrates the transitions produced by each memory signal. For example, the RAS signal requires a falling edge; therefore, the microcode is required to write a "2" into the delay line selector that controls the falling edge of RAS. For the rising edge of the RAS, the microcode should write a "13" into the delay line selector that controls the rising edge of RAS.

Within the data area of the ROM, a table would be generated, such as the following:

```
DC A(Delay Line_Selector_RAS)
DC X'0213'
DC A(Delay Line_Selector_CAS1)
DC X'0700'
DC A(Delay Line_Selector_CAS2)
DC X'2314'
DC A(Delay Line_Selector_MOE)
DC X'0800'
DC A(Delay Line_Selector_MW)
DC X'2415'
DC A(Delay Line_Selector_DTACK)
DC X'0713'
DC A(Delay Line_Selector_ADDRMUX)
DC X'0514'
```

A simple microcode loop can be written to take the address off the table and use it to write the following two bytes as a word into the two delay line selectors.

The falling edge delay line selector would use the upper byte of data, while the lower byte of data would be written into the rising edge delay line selector. By using the PMC, the designer will have the ability to alter timing relationships, through the use of microcode. As new technology and design changes occur, a simple alteration of the memory initialization table within the ROM will enable rapid implementation of the new technology, or a design change, to the

computer design.

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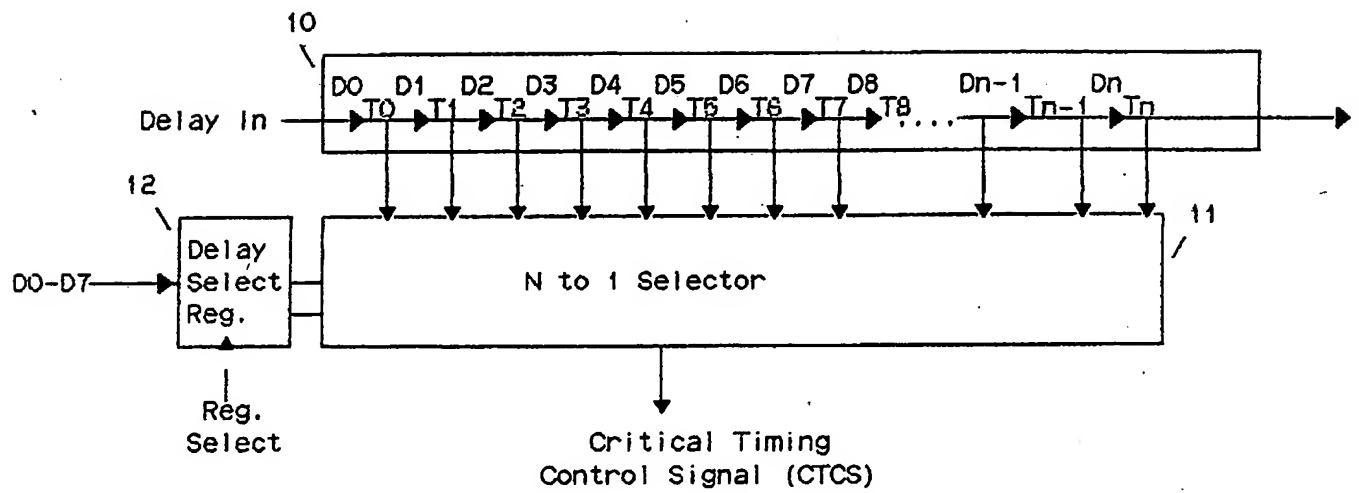
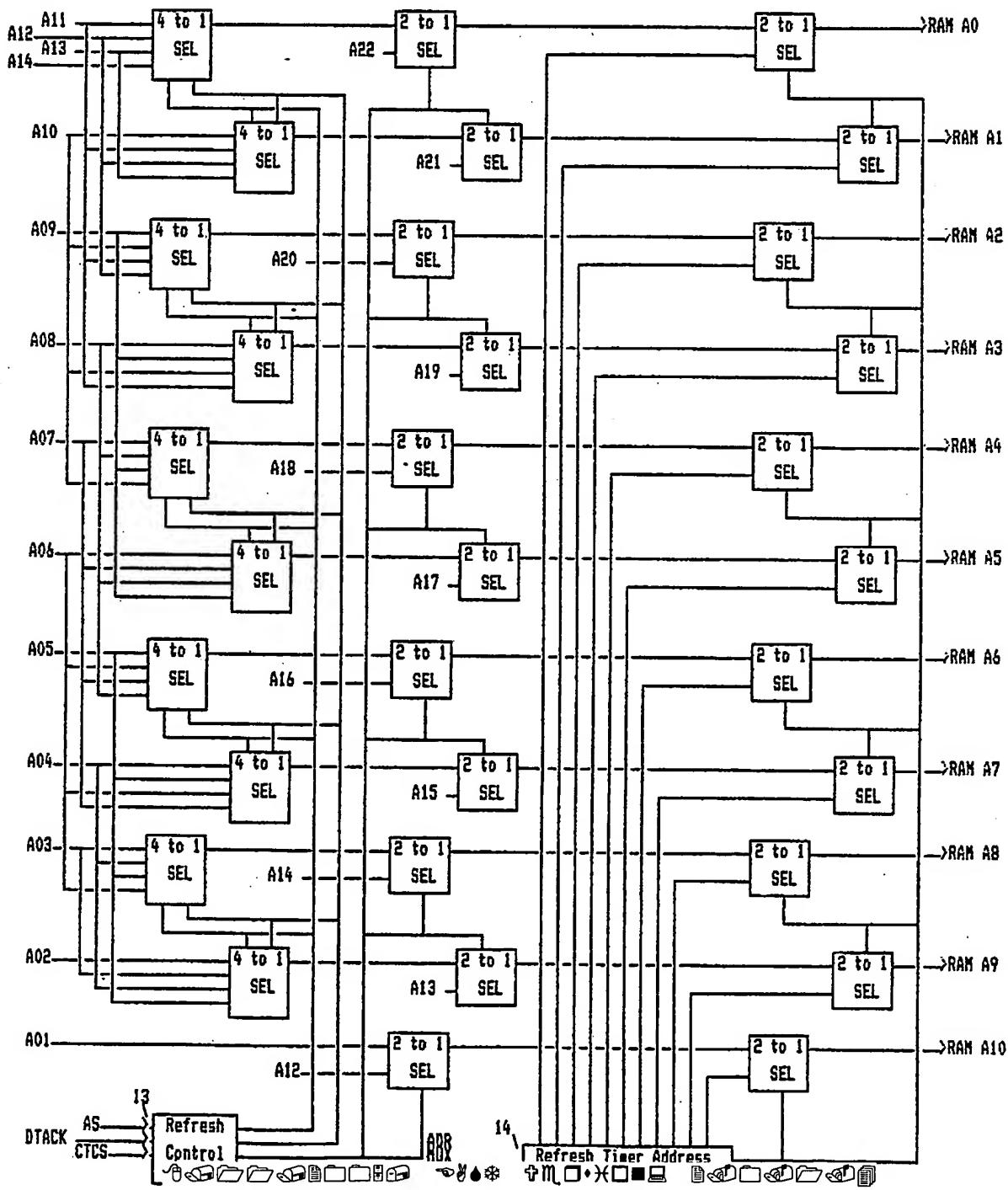


Fig. 1



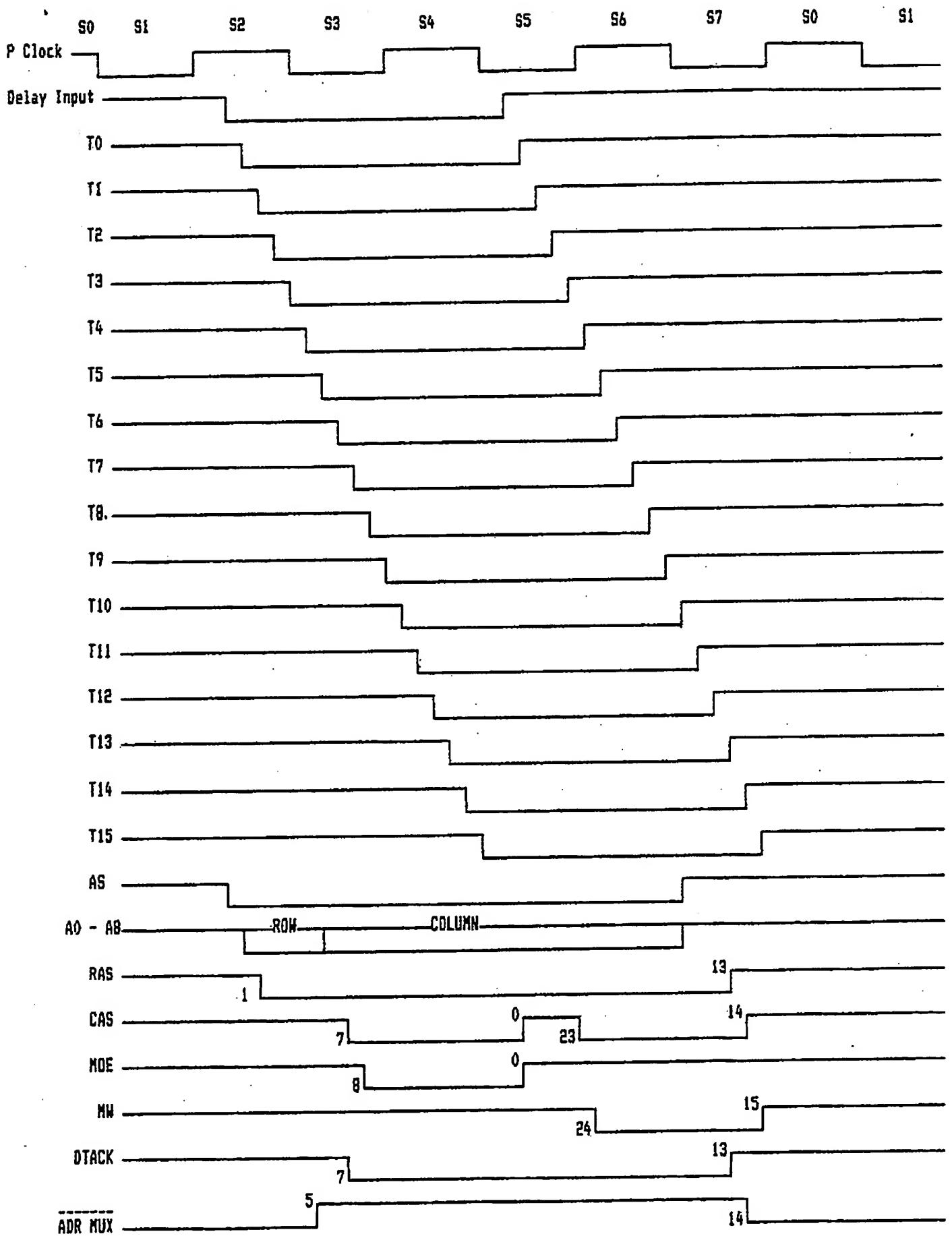


Fig. 3